

Listing of Claims:

1. (currently amended) A method for selecting a multimedia program within an entertainment system, comprising:
detecting a[[the]] first word of a multimedia program entered by a user with a character-entry device; and
providing a potential list of second words for the multimedia program to said user, said potential list of second words selected based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the entertainment system on the likelihood that ~~each of said words contained in said potential list of second words will be selected by said user following said first word.~~
2. (currently amended) The method as in claim 1 further comprising:
ordering said potential list of second words based, at least in part, on the probability that each word in [[of]] said potential list of second words will be selected by said user following said first word.
3. (currently amended) The method as in claim 1 further comprising:
detecting a second word of the multimedia program selected or entered by said user with a character-entry device; and
providing a potential list of third words of the multimedia program to said user, said potential list of third words selected based, at least in part, on how frequently a multimedia program whose name includes one of the third words has been played by

~~the entertainment system on the likelihood that each of said words is contained in said potential list of third words will be selected by said user following said second word.~~

4. (currently amended) The method as in claim 3 further comprising:
ordering said potential list of second words based, at least in part, on how
frequently a multimedia program whose name includes one of the second words has
been played by the entertainment system wherein said second word is selected by
said user from said potential list of second words.

5. (currently amended) The method as in claim 3 wherein said second word is entered manually by said user using said character-entry device or selected
by said user from said potential list of second words.

6. (original) The method as in claim 3 further comprising:
recording selection of said second word following said first word in a database.

7. (original) The method as in claim 6 wherein recording comprises:
linking said second word to said first word in said database.

8. (original) The method as in claim 7 wherein recording further comprises:
storing a number of times said user has selected said second word following said first word.

9. (currently amended) The method as in claim 8 further comprising:
calculating a first probability that said second word will be selected by said user based, at least in part, on said number of times.

10. (currently amended) The method as in claim 9 [[6]] further comprising:
calculating a second probability that said second word will be selected by said user by combining said first probability with a probability derived from how frequently a multimedia program whose name includes one of the second words is included in a database; and
selecting said potential list of second words based, at least in part, on said second probability removing said selection of said second word from said database responsive to a user command to remove said second word.

11. (currently amended) A system for selecting a multimedia program, comprising:
detection logic to detect a first word of a multimedia program entered by a user with a character-entry device; and
list generation logic to provide a potential list of second words for the multimedia program to said user, said potential list of second words selected based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the user on the likelihood that each of said

~~words contained in said potential list of second words will be selected by said user following said first word.~~

12. (currently amended) The method as in claim 11 further comprising: ordering logic to order said potential list of second words based, at least in part, on the probability that each word in [[of]] said potential list of second words will be selected by said user following said first word.

13. (currently amended) The system as in claim 11 further comprising: second word detection logic to detect a second word of the multimedia program selected or entered by said user with a character-entry device; and third word generation logic to provide a potential list of third words of the multimedia program to said user, said potential list of third words selected based, at least in part, on how frequently a multimedia program whose name includes one of the third words has been played by said user on the likelihood that each of said words contained in said potential list of third words will be selected by said user following said second word.

14. (currently amended) The system as in claim 13, further comprising: ordering logic to order said potential list of second words based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the user wherein said second word detection logic

~~detects said second word selected by said user from said potential list of second words.~~

15. (currently amended) The system as in claim 13 wherein said second word detection logic detects said second word entered manually by said user using said character-entry device or selected by said user from said potential list of second words.

16. (original) The system as in claim 13 further comprising:
recording logic to record selection of said second word following said first word in a database.

17. (original) The system as in claim 16 wherein recording logic further comprises:

linking logic to link said second word to said first word in said database.

18. (original) The system as in claim 17 wherein said recording logic further comprises:

storage logic to store a number of times said user has selected said second word following said first word.

19. (currently amended) The system as in claim 18 further comprising:

calculation logic to calculate a first probability that said second word will be selected by said user based, at least in part, on said number of times.

20. (currently amended) The system as in claim 19[[16]] wherein further comprising:

said calculation logic is to calculate a second probability that said second word will be selected by said user by combining said first probability with a probability derived from how frequently a multimedia program whose name includes one of the second words is included in a database; and wherein said list generation logic is to provide said potential list of second words based, at least in part, on said second probability word removal logic to remove said selection of said second word from said database responsive to a user command to remove said second word.

21. (currently amended) An article of manufacture including program code which, when executed by a machine, causes said machine to perform the operations of:

detecting a[[the]] first word of a multimedia program entered by a user with a character-entry device; [[and]]

providing a potential list of second words for the multimedia program to said user, said potential list of second words selected based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the machine on the likelihood that each of said words contained in

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~~said potential list of second words will be selected by said user following said first word.~~

22. (currently amended) The article of manufacture as in claim 21 comprising program code causing said machine to perform the additional operations of:

ordering said potential list of second words based, at least in part, on the probability that each word in [[of]] said potential list of second words will be selected by said user following said first word.

23. (currently amended) The article of manufacture as in claim 21 comprising program code causing said machine to perform the additional operations of:

detecting a second word of the multimedia program selected or entered by said user with a character-entry device; and

providing a potential list of third words of the multimedia program to said user, said potential list of third words selected based, at least in part, on how frequently a multimedia program whose name includes one of the third words has been played by the machine on the likelihood that each of said words contained in said potential list of third words will be selected by said user following said second word.

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24. (currently amended) The article of manufacture as in claim 23 comprising program code causing said machine to perform the additional operations of:

ordering said potential list of second words based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the machine wherein said second word is selected by said user from said potential list of second words.

25. (currently amended) The article of manufacture as in claim 23 wherein said second word is entered manually by said user using said character-entry device or selected by said user from said potential list of second words.

26. (original) The article of manufacture as in claim 23 comprising program code causing said machine to perform the additional operations of:

recording selection of said second word following said first word in a database.

27. (original) The article of manufacture as in claim 26 comprising program code causing said machine to perform the additional operations of:

linking said second word to said first word in said database.

28. (original) The article of manufacture as in claim 27 comprising program code causing said machine to perform the additional operations of:

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storing a number of times said user has selected said second word following said first word.

29. (currently amended) The article of manufacture as in claim 28 comprising program code causing said machine to perform the additional operations of:

calculating a first probability that said second word will be selected by said user used based, at least in part, on said number of times.

30. (currently amended) The article of manufacture as in claim 29([26]) comprising program code causing said machine to perform the additional operations of:

calculating a second probability that said second word will be selected by said user by combining said first probability with a probability derived from how frequently a multimedia program whose name includes one of the second words is included in a database; and

ordering said potential list of second words according to said second probability removing said selection of said second word from said database responsive to a user command to remove said second word.

BEST AVAILABLE COPY**31. (new) A method comprising:**

detecting a first word entered by a user with a character-entry device;

providing a potential list of second words to said user, said potential list of second words selected based on the likelihood that each of said words contained in said potential list of second words will be selected by said user following said first word; and

mapping a word from said potential list of second words onto a single button of the character-entry device such that pressing said single button results in entry of the entire mapped word.

32. (new) The method of claim 31, further comprising mapping each of a plurality of words from said potential list of second words onto each of a plurality of different buttons of the character-entry device such that pressing a button results in entry of an entire word corresponding to the pressed button.**33. (new) The method of claim 32, further comprising displaying a representation of said plurality of buttons on a display screen with an indication of the corresponding mapped word for each button.****34. (new) The method of claim 33, wherein displaying a representation comprises displaying graphical representations of said plurality of buttons arranged in a layout similar to that of the character-entry device.**

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35. (new) The method of claim 34, wherein said layout comprises a star pattern.
36. (new) The method of claim 35, wherein said star pattern comprises nine buttons with a center button and eight buttons forming a periphery around the center button.
37. (new) The method of claim 36, wherein mapping comprises mapping said plurality of words to said plurality of buttons in an alphabetical order around said periphery.
38. (new) The method of claim 31, further comprising configuring a button of the character-entry device for remapping a second plurality of words to said plurality of buttons.
39. (new) The method of claim 38, wherein said second plurality of words comprises the next most likely second words to be selected by said user.
40. (new) The method of claim 31, wherein said first and second words comprise at least a portion of a name of a multimedia program.

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41. (new) A system comprising:

detection logic to detect a first word entered by a user with a character-entry device;

list generation logic to provide a potential list of second words to said user, said potential list of second words selected based on the likelihood that each of said words contained in said potential list of second words will be selected by said user following said first word; and

mapping logic to map a word from said potential list of second words onto a single button of the character-entry device such that pressing said single button results in entry of the entire mapped word.

42. (new) The system of claim 41, wherein said mapping logic is to map each of a plurality of words from said potential list of second words onto each of a plurality of different buttons of the character-entry device such that pressing a button results in entry of an entire word corresponding to the pressed button.

43. (new) The system of claim 42, further comprising display logic to display a representation of said plurality of buttons on a display screen with an indication of the corresponding mapped word for each button.

44. (new) The system of claim 43, wherein said display logic is to display a representation comprises displaying graphical representations of said plurality of buttons arranged in a layout similar to that of the character-entry device.

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45. (new) The system of claim 44, wherein said layout comprises a star pattern.

46. (new) The system of claim 45, wherein said star pattern comprises nine buttons with a center button and eight buttons forming a periphery around the center button.

47. (new) The system of claim 46, wherein said mapping logic is to map said plurality of words to said plurality of buttons in an alphabetical order around said periphery.

48. (new) The system of claim 41, wherein the mapping logic is to configure a button of the character-entry device for remapping a second plurality of words to said plurality of buttons.

49. (new) The system of claim 48, wherein said second plurality of words comprises the next most likely second words to be selected by said user.

50. (new) The system of claim 49, wherein said first and second words comprise at least a portion of a name of a multimedia program.

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51. (new) An article of manufacture comprising a computer-readable medium, the computer-readable medium comprising:

computer-readable program code devices for detecting a first word entered by a user with a character-entry device;

computer-readable program code devices for providing a potential list of second words to said user, said potential list of second words selected based on the likelihood that each of said words contained in said potential list of second words will be selected by said user following said first word; and

computer-readable program code devices for mapping a word from said potential list of second words onto a single button of the character-entry device such that pressing said single button results in entry of the entire mapped word.

52. (new) The article of manufacture of claim 51, further comprising computer-readable program code devices for mapping each of a plurality of words from said potential list of second words onto each of a plurality of different buttons of the character-entry device such that pressing a button results in entry of an entire word corresponding to the pressed button.

53. (new) The article of manufacture of claim 52, further comprising computer-readable program code devices for displaying a representation of said plurality of buttons on a display screen with an indication of the corresponding mapped word for each button.

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54. (new) The article of manufacture of claim 53, further comprising computer-readable program code devices for displaying graphical representations of said plurality of buttons arranged in a layout similar to that of the character-entry device.

55. (new) The article of manufacture of claim 54, wherein said layout comprises a star pattern.

56. (new) The article of manufacture of claim 55, wherein said star pattern comprises nine buttons with a center button and eight buttons forming a periphery around the center button.

57. (new) The article of manufacture of claim 56, further comprising computer-readable program code devices for mapping said plurality of words to said plurality of buttons in an alphabetical order around said periphery.

58. (new) The article of manufacture of claim 51, further comprising computer-readable program code devices for configuring a button of the character-entry device for remapping a second plurality of words to said plurality of buttons.

59. (new) The article of manufacture of claim 58, wherein said second plurality of words comprises the next most likely second words to be selected by said user.

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60. (new) The article of manufacture of claim 51, wherein said first and second words comprise at least a portion of a name of a multimedia program.

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